



Amendments to the Specification:

Please replace paragraph [0027] with the following amended paragraph:

21 [0027] In implementation of the present invention, the gaming machines offering play of the shared bonus event of the present invention and configured, for example, as depicted and described with respect to FIG. 1, may be deployed, as schematically depicted in FIG. 2, in a gaming network 210 including a central server computer 220 operably coupled to a plurality of gaming machines  $G_1, G_2 \dots G_n$  which may include both movable physical symbol or element display and video display machines. It is notable that, unless the gaming network 210 is configured for the traditional style progressive ~~play~~ play, utilizing reel machines or otherwise ~~requires~~ requiring that all gaming machines offer the same base or primary game, a variety of different makes of gaming machines  $G_1, G_2 \dots G_n$  offering widely different games may be incorporated in gaming network 210, since the shared bonus event operates independently of the primary game on each gaming machine. The central server computer 220 automatically interacts with a plurality of gaming machines  $G_1, G_2 \dots G_n$  to activate an incoming call or outgoing call bonus event.

[Please replace paragraph [0028] with the following amended paragraph.]

[0028] More specifically, and again referring to FIGS. 1 and 2, the gaming network 210 may include a central server computer 220, a bonus event computer 240 and a plurality of gaming machines  $G_1, G_2 \dots G_n$ . Each gaming machine  $G_1, G_2 \dots G_n$  includes a controller assembly 280 operably coupled to the central server computer 220 and is comprised of a controller unit designed to facilitate transmission of signals from the individual gaming machine  $G_1, G_2 \dots G_n$  associated with controller assembly 280 to central server computer 220 for monitoring.[[.]] In addition, the controller assembly 280 includes a network interface board fitted with appropriate electronics for each specific make and model of each individual gaming machine  $G_1, G_2 \dots G_n$ . Referring to FIG. 2, in electronic gaming machines using video displays, the central server computer 220 is operably coupled to at least one video game display element 118 as shown at the left hand side of FIG. 2 and sequesters a portion of the video game display element 118 for displaying video attract sequences to attract potential players. Video game display element 118 may be used for display of both the primary and bonus games. Where the gaming network 210 includes reel type game machines  $G_1, G_2 \dots$

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G<sub>n</sub>, as shown at the right hand side of FIG. 2, the central server computer 220 may be operably coupled to at least one active display element 120 so that potential players receive a clear indication of attract sequences and the active display element may be used as a video display for the bonus game. As shown at the left hand side of FIG. 2, the gaming machines G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> may also be provided with a second video display element 122 as an alternative to sequestering a portion of the video game display element 118 for displaying video attract sequences and the bonus game. In addition, the central server computer 220 may include sound generating hardware and software for producing attractive sounds orchestrated with the video attract sequences at each of gaming machines G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> if such is not already incorporated therein. The games support input and output between the player and the gaming machines for such devices as a heads up display, joystick, keyboard, mouse and data glove via interface modules connected through the expansion bus or buses 182 and SCSI port 188.

Please replace paragraph [0039] with the following amended paragraph:

22  
[0039] For example, in a first exemplary embodiment of the sequence, a number of gaming machines G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> are operatively linked to and in communication with a bonus event computer 240 for conducting a shared bonus event configured as a raffle or lottery. The bonus event ~~computer 240~~ computer 240 includes a raffle pool controller (alternatively a separate raffle pool controller may be provided), which stores raffle pool data in a memory of the bonus event computer 240. As each of the gaming machines G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> is played, the results of each game are conveyed to the raffle pool controller. The results contain information about the amount of the bet placed, the occurrence of the predetermined activity and an identification of each game machine G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> which, in this embodiment, may be employed as identified gaming entities. For each designated wagering unit (such as a coin denomination, a minimum wager denomination, or multiple of such) wagered on a base or primary game which may result in the predetermined activity, an entry is awarded and stored in the raffle pool, until a bonus event raffle occurs. Alternatively, each gaming machine G<sub>n</sub> may retain the entry or entries in a memory thereof, and the raffle pool controller may poll gaming machines G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> when a shared bonus event is triggered and retrieve and assemble those entries associated with each given gaming machine G<sub>1</sub>, G<sub>2</sub> . . . G<sub>n</sub> into a raffle pool when executing a shared bonus event raffle.